

DEAD ON TIME

LOADING:

To load type **RUN** and press **ENTER / RETURN**. Each side of the tape contains two copies of **Dead On Time**. The first uses a normal speed loader and the second uses a fast loader. The tape also contains a playable demo of **Star Sabre** (after the second version of **Dead On Time**).

INSTRUCTIONS:

Your goal is to last as long as possible in **ARCADE** mode, or score as much as possible in the **SCORE CHALLENGE** mode. Shooting an entire wave will drop a **CAPSULE** of the same colour as the wave. Collect the **CAPSULE** for a 3 second time extension. Collect 3 of the same colour in a row to trigger the **BULLET FIELD**. The **BULLET FIELD** allows you to absorb enemy bullets of the same colour for an 8 second time extension. The **BULLET FIELD** lasts for 10 seconds.

Being shot by a bullet you cannot absorb costs 2 seconds. Colliding with an enemy or a super bullet costs 5 secs. The time modifiers apply to game time in Arcade mode and to the run time of the Bullet Field in Score Challenge mode. An active Bullet Field also boosts the score **MULTIPLIER**. Starting a new field doubles the **MULTIPLIER**. Absorbing a bullet increases it by one. **MULTIPLIERS** stack if a new Field starts while a Field is already active.

As you shoot enemies, your gun **POWER** meter increases. When the meter reaches a new colour segment, your gun will gain a higher rate of fire. Collisions with enemies will reduce the meter by a whole segment. Being shot by a bullet you cannot absorb will reduce the meter by half a segment.

CONTROLS:

Joystick or keys: Q, A, O, P and SPACE or CURSOR KEYS and SPACE.

CREDITS:

Game Code and Graphics by Paul Kooistra
Sound Code and Music by Targhan
Artwork by Matthew van Rooijen
Loading Screen CPC Conversion by Sylvestre
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www.psytronik.com